

(19) World Intellectual Property  
Organization  
International Bureau



(43) International Publication Date  
31 March 2005 (31.03.2005)

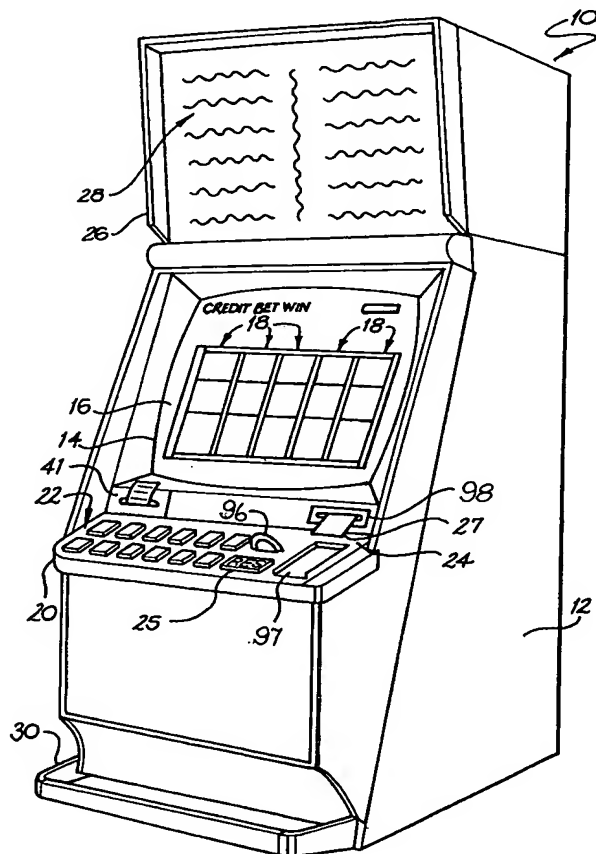
PCT

(10) International Publication Number  
**WO 2005/028056 A1**

- (51) International Patent Classification<sup>7</sup>: A63F 13/12, G07F 17/34, G06F 161/00
- (21) International Application Number: PCT/AU2004/001288
- (22) International Filing Date: 21 September 2004 (21.09.2004)
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data: 2003905171 22 September 2003 (22.09.2003) AU
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- (81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.
- (84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH,

[Continued on next page]

(54) Title: MULTIGAME SELECTION



(57) Abstract: A gaming system (100) comprises a gaming server (system controller) (54), a plurality of gaming machines (10), and a communications system (63) connecting each of the plurality of gaming machines (10) to the gaming server (53). The gaming machines (10) each have a display (14), player controls (22), a player tracking device, such as a card reader (24.3) for reading player tracking cards (27), and a game processor (34) which displays sequential game images of a game being played on the respective display (14). Each game processor (34) plays a game initiated by the player, where the game is one of a plurality of games available on the gaming machine (10) and selectable by the player. Each gaming machine (10) includes game selection means (16) which displays a selection of games (211-216 & 311-316) available on the machine for the player to play. The games (211-216 & 311-316) offered for selection are ordered according to a ranking determined as a function of the player's past history of playing games and a history of games played by other players.

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GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

**Published:**

— with international search report

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